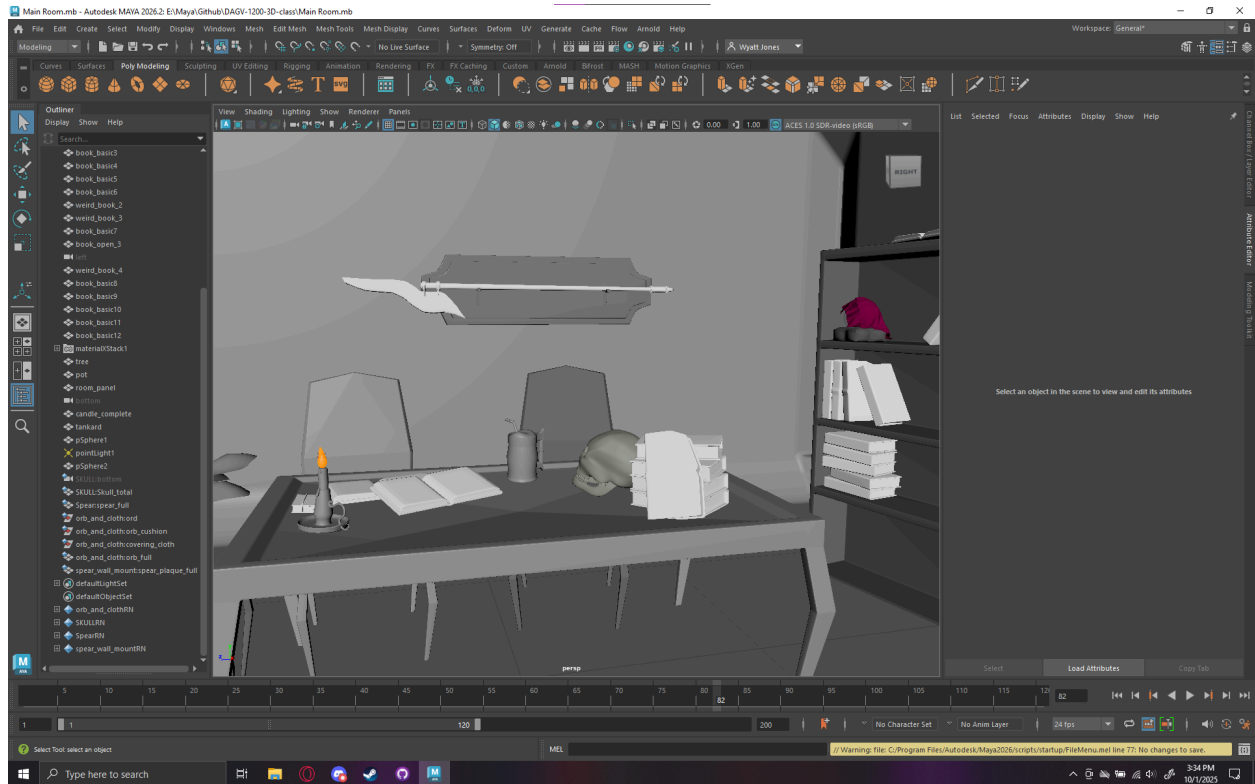
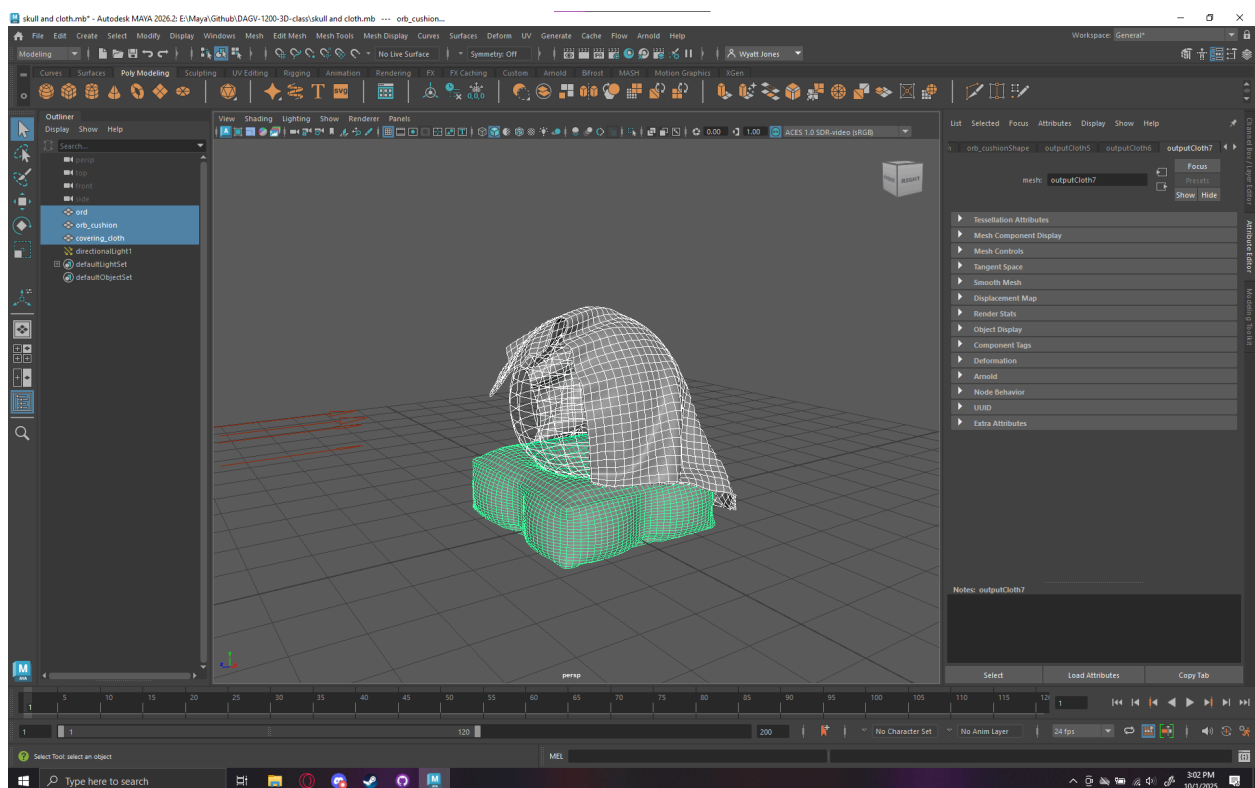
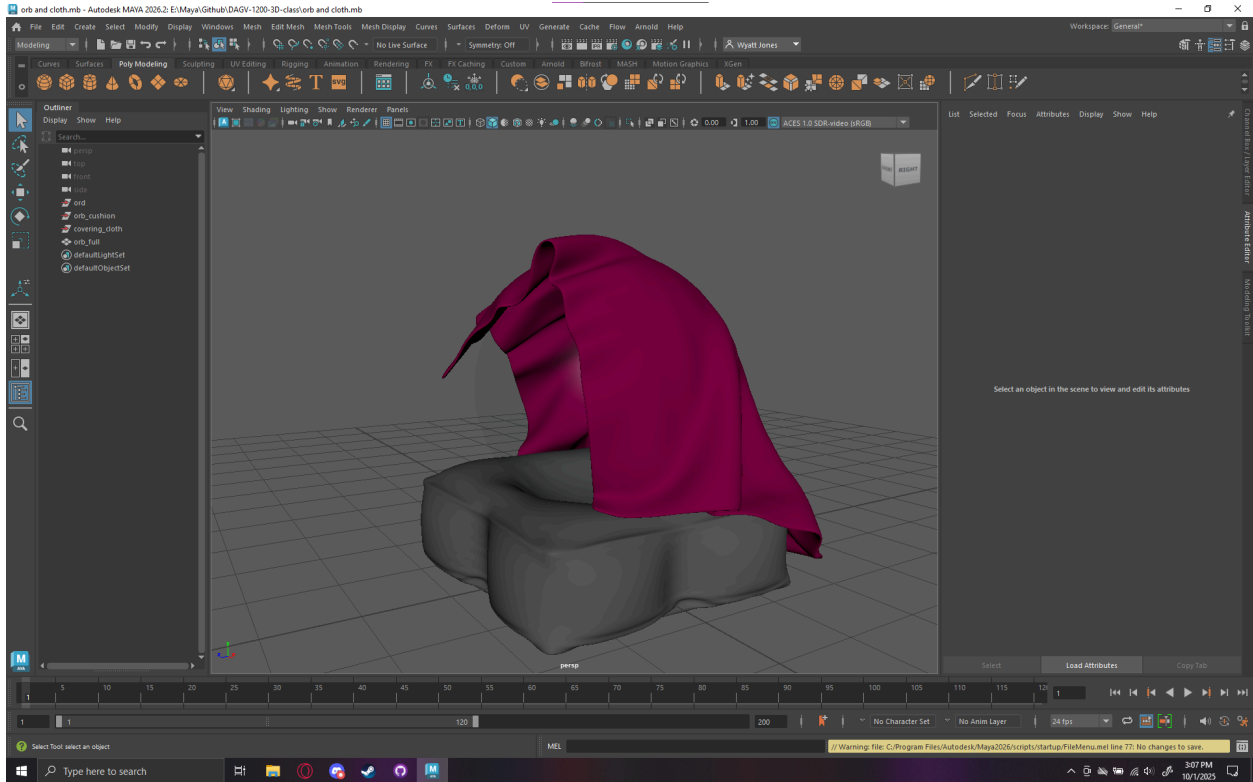


I made a spear, a wall mount for the spear, and a crystal ball set on a pillow and cloth cover. I tried to use bevel a bit smarter this time around, rather than beveling entire objects, deviating from the style I've been using so far. I did also create the spear and mount as different objects, so I can reference them separately and use them separately. I also used a glass material for the crystal ball that was similar to my curves render material, but favoring blue this time, as I thought it would help the cozy alchemist's cabin vibe.

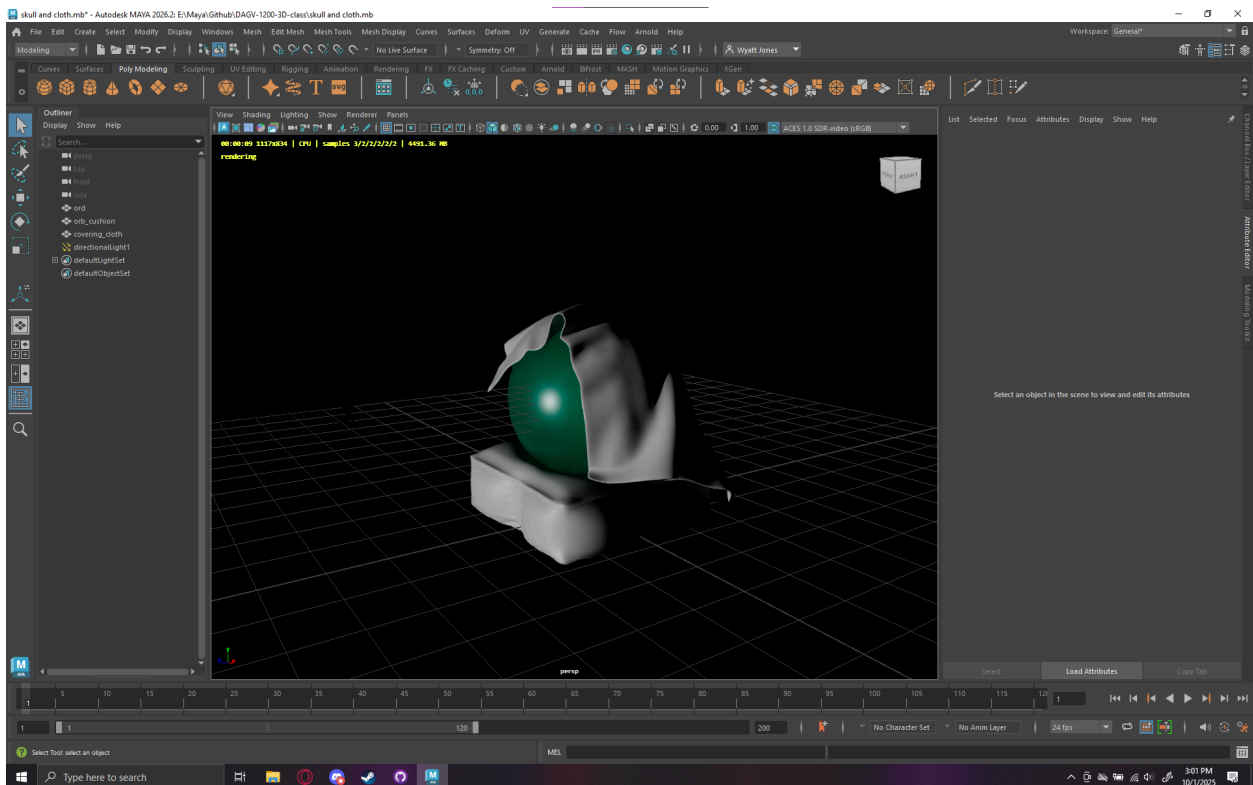


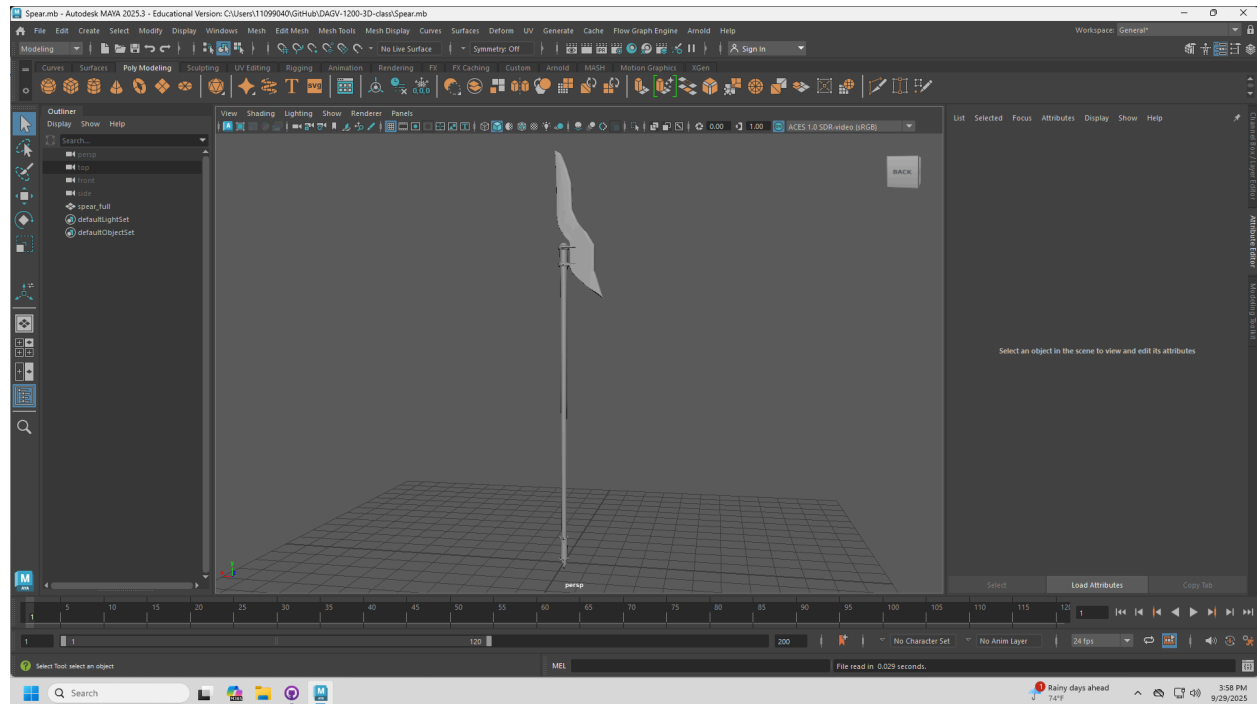
All objects referenced into the scene ^ Ncloth and orb WIP v



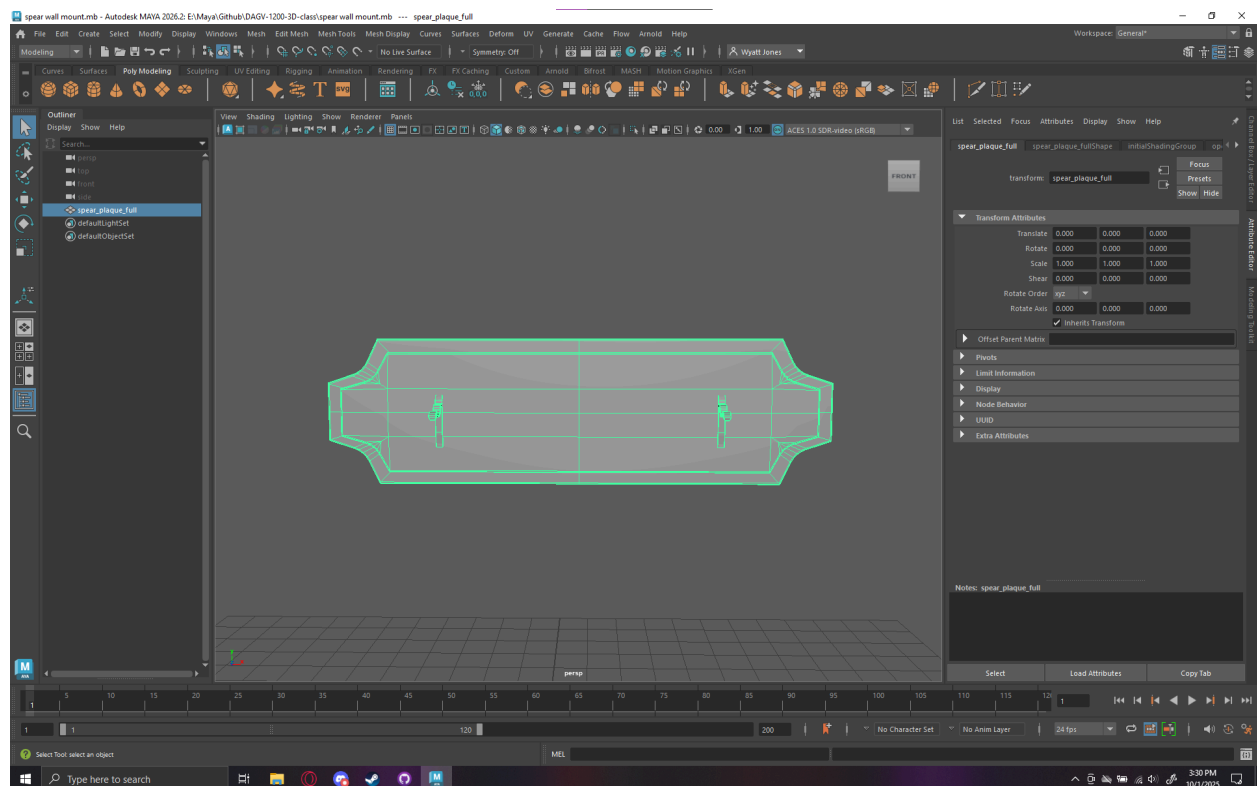


Ncloth complete





Spear complete



Spear plaque complete

Github URL: <https://github.com/Squishitron/DAGV-1200-3D-class>